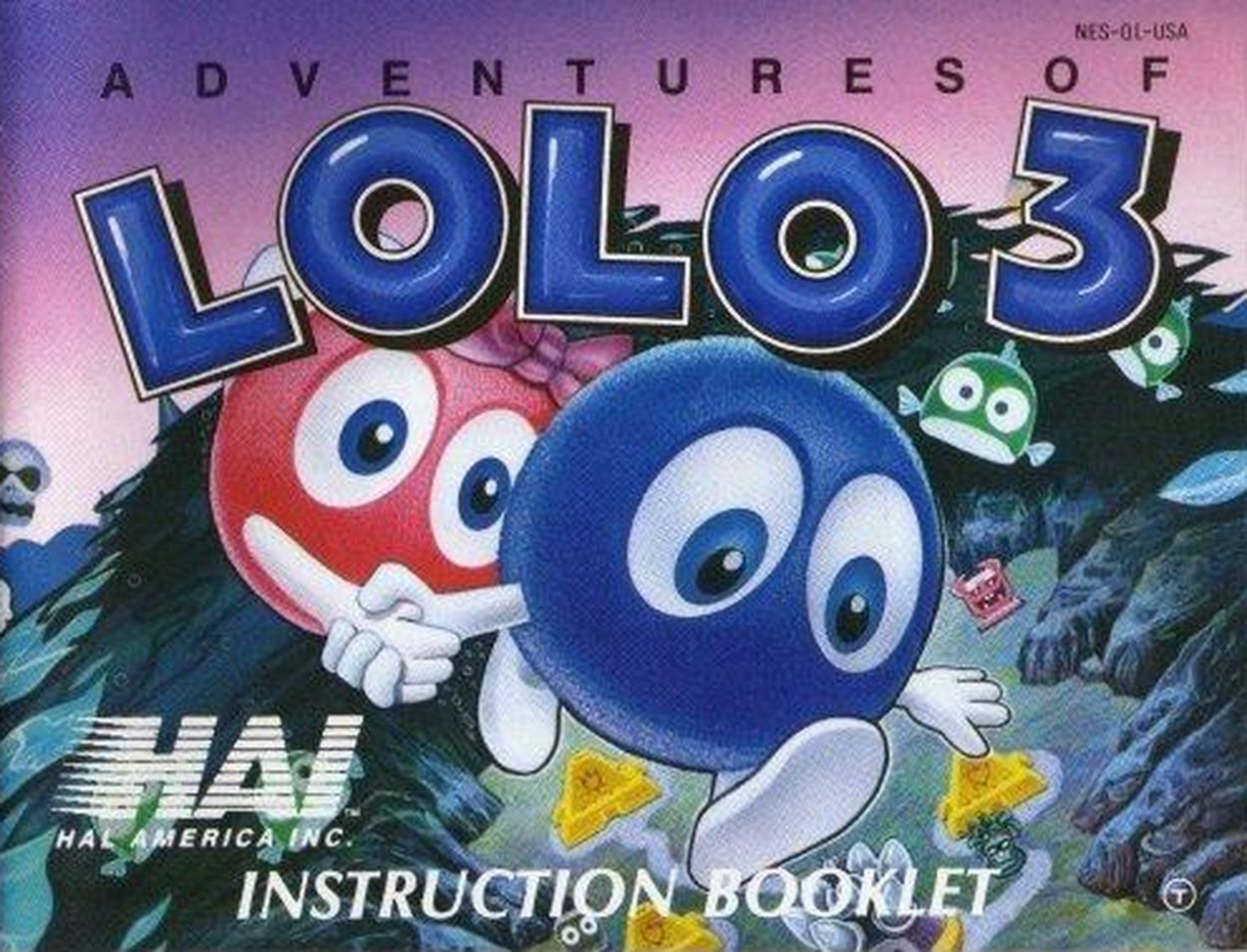
NES-OL-USA

ADVENTURES OF

LOLO 3



HAL AMERICA INC.

INSTRUCTION BOOKLET

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Care of Your Game

1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.

2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.

3) Don't touch the terminals or let them get wet.

4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alcohol.

THANK YOU

For purchasing this Hal America™ Nintendo ™ Game Pak, The Adventures of Lolo 3. Before you start playing, please read the instruction booklet carefully and follow the correct procedures, then save it for future reference.

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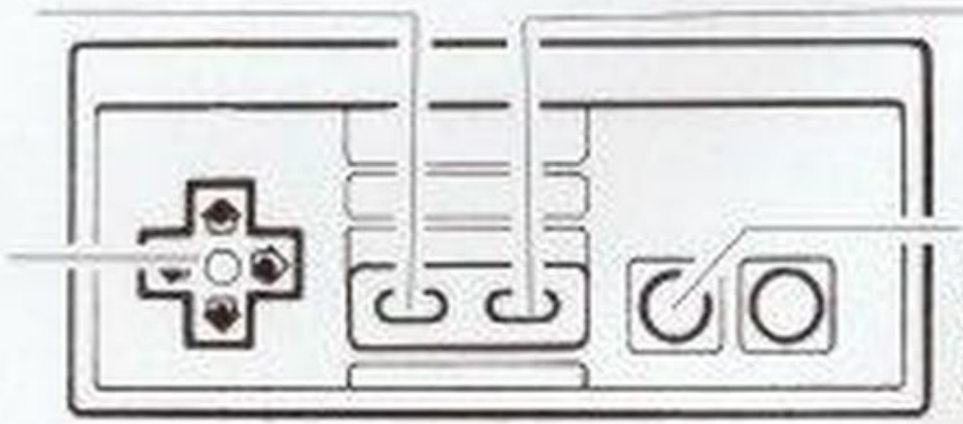
The Story

Lolo, Lala and their friends have lived peacefully for many years, ever since the defeat of the Great Devil (in The Adventures of Lolo 2). But suddenly his son and heir, the new King of Eggerland, launched a hollow capsule filled with a strange potion that turns the inhabitants of Lolo and Lala's tiny kingdom to stone. Only Lolo and Lala, basking in the sun at the edge of the lake between the two kingdoms, were spared this horrible fate. Brave in the face of adversity, our hero and heroine set out together to defeat the evil King and cast off his spell. Only you can help our brave pair now .....

Use of the Controller

SELECT Button
Start a room over

CONTROL PAD
Used to move Lolo and Lala

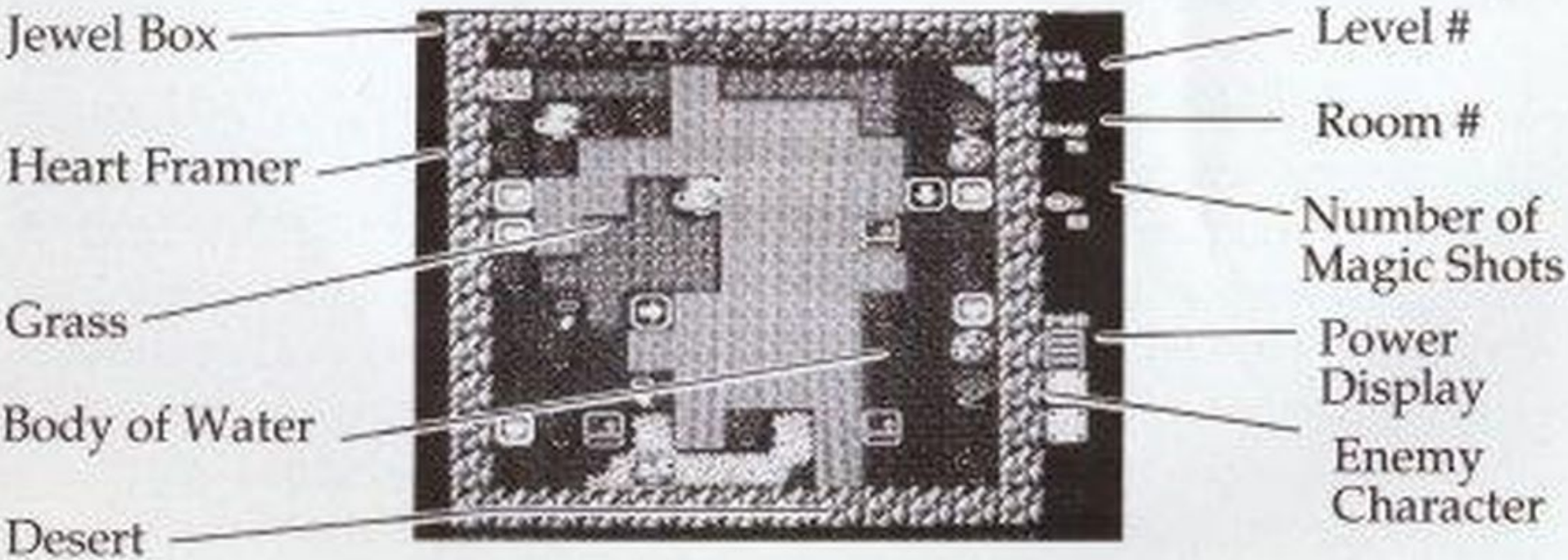


START Button -
Once to return to main map, twice for password

A Button - Controls Magic Shots and Powers

Layout of the Screen

Screens have different details in different sections, but the essentials are always recognizeable. In the Underwater sections Trees become clumps of seaweed, Rocks take on a different appearance, and the outer walls of each puzzle take on a different look, but you should be able to tell quickly what's what.



Getting Started

Here's a shot of our hero and heroine Lolo and Lala, setting out on their journey. You can play as either lolo or Lala, and change back and forth whenever you want. Press the A Button when they're both on the main map, and they'll trade places.

When the game is turned on, the opening screen will be displayed. If you don't push any buttons, an animation of the story line will be played out. After it has cycled through, push the START Button twice and the game will start. The basic idea of the game is very simple - protect yourself from enemies, take all the Hearts, the Jewel Box opens, you take the Jewel, and go to the next room. Sounds simple, but it will get complicated quickly! Read this manual, keep track of your passwords, and learn what you can from Lolo's Grandpa and you'll be a Lolo champion in no time!

Passwords

The password feature in Lolo games makes it possible to continue the game from the puzzle you were working on, rather than starting over each time you play. Any time you want to shut off your NES, be sure to write down your password!

When you're in a puzzle, pushing the Start Button once will put you on the main map, and once more will give you your password. Write it down and don't lose it!

To enter a password, move the cursor to the correct letters with the Control Pad and enter them with the A Button. If you make a mistake, the B Button can be used to back up the cursor.

Grandpa's Learning Tree

If this is your first Lolo game, or if you just want a refresher course, your first stop should be at Grandpa's tree. There's one in this section, and one more a little farther along. Grandpa has been defending his homeland against the Eggerland King for years. Now too old to fight, he trains young warriors in the methods of defense. May the patience be with you!

A flashing cursor below a line of text means there's more to the message - use the A Button to scroll the message down. If you can't figure out a puzzle in the Learning Tree, press select. Grandpa will give you the option of selecting "Try again" or "Give up". If you give up, Grandpa will show you how to do it, but you'll still have to do the room to show him you know how!

Introduction to Characters and Game Play

Off on our adventure! The first two levels can be done in whatever order you want, but you'll have to get both the Rainbow Egg at the end of the first level and the Rainbow Key at the end of the second level before you can get into the tower (Level 3). But, for a laugh, try going to the Tower and waiting in front of the door - you'll get to see some old friends!

We'll introduce you to the characters and techniques of the game in the order you'll encounter them in the game. Off we go!

Rainbow Egg

Rainbow Key

Success!

HEART FRAMERS Taking Hearts is one of the main points. Heart Framers will protect you from attack, but they cannot be moved. Some Heart Framers will earn Magic Shots or Powers.

SNAKEY Snakey keeps an eye out, turning back and forth and following the action. He's completely harmless, but is useful as a tool. He's the one most often turned into an Egg and moved around.

JEWEL BOX Taking all the Hearts will open the Jewel Box, making it possible to take the Jewel inside and go to the next room. You'll have to collect all 100 Jewels to break the King's spell - good luck!

MAGIC SHOTS Magic Shots are your main tools in solving the puzzles. There are lots of Magic Shot strategies that can help you on your way. We'll try to introduce you to some, and Grandpa can show you the rest.

TREES There are Trees scattered everywhere on the map. Sometimes they will protect you from characters, especially those that move, but they're no help against Medusa, Don Medusa, and Gols. Good luck!

ROCKS There are rocks scattered around in lots of rooms. They will protect you from enemy's attacks, even Medusa and Don Medusa, but unfortunately they can't be moved. You'll have to use Framers for that.

GOL Gol sleeps until the last Heart Framer is taken, then he awakes to shoot a deadly flame straight ahead. Lots of times you can outrun Gols' flames - experiment a little to find out how much room you need.

MEDUSA Medusa can shoot her deadly Evil Eye in a straight line in all four directions. She can't move, but her shots can go clear across the room. Once she aims and fires there is no way to get out of her path.

EMERALD FRAMERS Emerald Framers can be moved around the screen to protect you from the attacks of some of the characters, and trap other characters. Don't let them trap you!

USING FRAMERS HALF-CHARACTER Many of the techniques used in the game can be done using half-spaces instead of whole spaces. Sometimes it's the clue to the whole room. Experiment!

LEEPER Leeper bounds around until he touches Lolo, then goes to sleep and doesn't awaken. He can be turned into an Egg as long as he's moving about. Once he goes to sleep he's stuck where he is.

ALMA Alma can be lead around to a degree by moving Lolo or Lala around, and when she tucks into a ball she rolls straight ahead until she bumps into something. Handy technique!

GRASS There are patches of grass in lots of rooms that Lolo or Lala can use as a temporary safe haven. Skulls and Almas can't come on the grass, but it won't protect you against the shooting enemies.

SKULLS Skulls will sit and stare menacingly until the last Heart Framer is taken, then launch their attacks with teeth gnashing. They're fearsome-looking, but you can often outrun them or shoot them into Eggs.

ROCKY Rocky rumbles around slowly most of the time, but when he is close he picks up speed and moves in quickly. He can be shot into an Egg and used as a tool, but sometimes you just have to avoid him.

ONE-WAY ARROW Lolo can go through a One-Way Arrow in the direction it's facing, or into either side, but not directly against it. Enemies can usually pass through One-Way Arrows regardless of direction.

DON MEDUSA Don Medusa goes in a predictable pattern. He's a boring kind of guy, but deadly! He can shoot in all four directions, and once he shoots there's no escape from his attack.

WATER The path to the King's Castle is littered with bodies of water everywhere. There are lakes, ponds of still water, and rivers of flowing water. Bridges and Eggs are the way to go, but try everything.

DESERT Lolo and Lala can go through Deserts, but their speed will be cut in half. Try going along the edge of the desert to save time - you can see Grandpa do it in Grandpa Room 2-5.

CROSSING WATER You can cross bodies of water one character-space wide anywhere by pushing an Egg in, but in larger bodies of water you sometimes have to search for the right spot to float your Egg.

LAVA Some of these rooms have molten lava running through them, and it might be a good idea to be a little wary of them! Bridges can be built across lava beds, but they burn down quickly - don't waste any time!

USING EGGS TWICE Sometimes you will be able to use a character more than once. Make the character into an Egg, use it quickly, then shoot it a second time before it hatches, and you can use it again.

If you follow all the directions and do what Grandpa tells you, you can use your Rainbow Egg at the top of the tower at Level 3 to build this Rainbow Bridge. The Rainbow Bridge will take you from the first part of Level 3 to the second part. Use the lessons you've learned wisely, and press on!

Cave Sections

You can do the Cave puzzles in levels 4, 5, 6, and 7 in any order you want, but you have to finish all of them before you can go on to the Castle Level 8. But be sure to stop at the second Learning Tree - Grandpa has some tricks and techniques you're going to want to know about!

Power Displays

When one of these Powers is displayed in the Power Display, you'll get the use of the Power once you've taken enough Hearts. (See Grandpa Room 2-4.)

When this power is shown, the direction of one arrow can be turned 90 degrees by facing the Arrow and pushing the A Button.

The Hammer means you can shatter one rock. Put your nose on the Rock you want to remove and push the A Button.

This means you can build a Bridge over Water or Lava. Face the spot where you want to build your Bridge and push the A Button.

Enemy Holes

Fig. 1 First Lala shoots this Snakey one time.

Grandpa will show you this technique in Grandpa Rooms 2-3 and 2-4. Shooting an enemy twice will get it off the screen. Usually it will come back to its original spot in a few seconds, but there are exceptions. In this room, Lala has shot the Snakey once (Fig. 1). She shoots it again (Fig. 2) and puts a Framer over the spot where the Snakey was (Fig.3) A white square appears where the Snakey is going to appear, then the Snakey shows up (Fig. 4). If there is no Enemy Hole, and you try this technique, you will just hear the sound of the Snakey disappearing. Experiment!

Fig. 2 She shoots the Egg once more.

Fig. 3 She puts a Framer where Snakey was.

Fig. 4 Snakey reappears over here!

Underwater World

Like the Cave levels above-ground, the Underwater Pyramids can be tackled in any order. Each time you finish a level here the Final Castle will descend, but you have to finish all four of these before it will land and you can get on board.

MOBIES A moby is a fish roughly the equivilent of an underwater Snakey, with one major difference. The first time you walk past one you'll see what the difference is! Make them Eggs to get around them.

BREAK TILE A Break Tile Bridge can only be used twice. The first time you walk over it you can see it start to crumble, then the second time it disappears. Don't make any wasted trips over them!

The Final Castles

UNDERWORLD CASTLES

Persuing the King into the Underground, you can see him heading into the first of the Underground Castles. You're going to have to tackle the Castles in order, with patience, skill, and all the knowledge you've gathered so far.

THE FINAL CASTLE

Here's where the big showdown will take place, but, if you've trained well, used what Grandpa has taught you in the Learning Trees, and absorbed the lessons learned along the way, you're already well on the way to victory!

Additional Information

Game Counseling

There are many ways to solve each of the rooms in this game. Sometimes you can clear a room without using all of your Magic Shots, or without using Power Options. Sometimes it helps to have someone else take a look at a room - a fresh pair of eyes can see things you might be overlooking. But if you really get stuck, you can call our game counselors between 9:00 AM and 5:00 PM Pacific Time at (503) 644-4117. Know what Level and what room you're on, and be able to describe what you're doing using the correct names of the characters. If there is no answer at this number, the counselors are probably busy taking other calls. Wait a few minutes and try again.

Strategy Guide

A Strategy Guide for The Adventures of Lolo 3 is available from Hal America. Produced by the people at Electronic Gaming Monthly Magazine, this 24-page guide shows detailed solutions to over 70 of the more difficult rooms in the game, plus tips for defeating the big Bosses at the end of each round. Send $4.95 ($5.95 in Canada, U.S. funds only) to Lolo 3 Strategy Guide, Hal America , 7873 S.W. Cirrus Dr. 25-F, Beaverton, OR 97005. (Please print your name and address clearly to assure prompt service).

For more information, or to order Hal America games, call us at (503) 644-4117.

ADVISORY

READ BEFORE PLAYING YOUR GAME

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System (Super NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on pause or hold. If you use your projection television with this video game, neither Hal America, Inc. or Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. There is, however, no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1) Reorient the receiving antenna
2) Relocate the NES with respect to the receiver
3) Move the NES away from the receiver
4) Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commision helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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